WARHAMMER
AGE OF SIGMAR

CHAOS DWARFS

WARSCROLLS COMPENDIUM

INTRODUCTION

While most Duardin fiercely oppose the forces of Chaos who have taken so much from them, there are some of even that resolute race whose souls have been ensnared by the lure of the Dark Gods. But no ordinary followers of Chaos are these, but instead the corrupt Dawi'Zharr whose industry and invention have been turned to the darkest ends. Worshipers of the evil Chaos god Hashut, they are cruel slavers and conquerors who will stop at nothing to bury the Realms beneath a smouldering mountain of ash and ruin.

The warscrolls in this compendium allow you to use your Citadel Miniatures collection in fantastical battle, whether telling epic stories set during the Age of Sigmar, or recreating the wars of the world-that-was.

WARSCROLL KEY

1. Title: The name of the model that the warscroll describes.

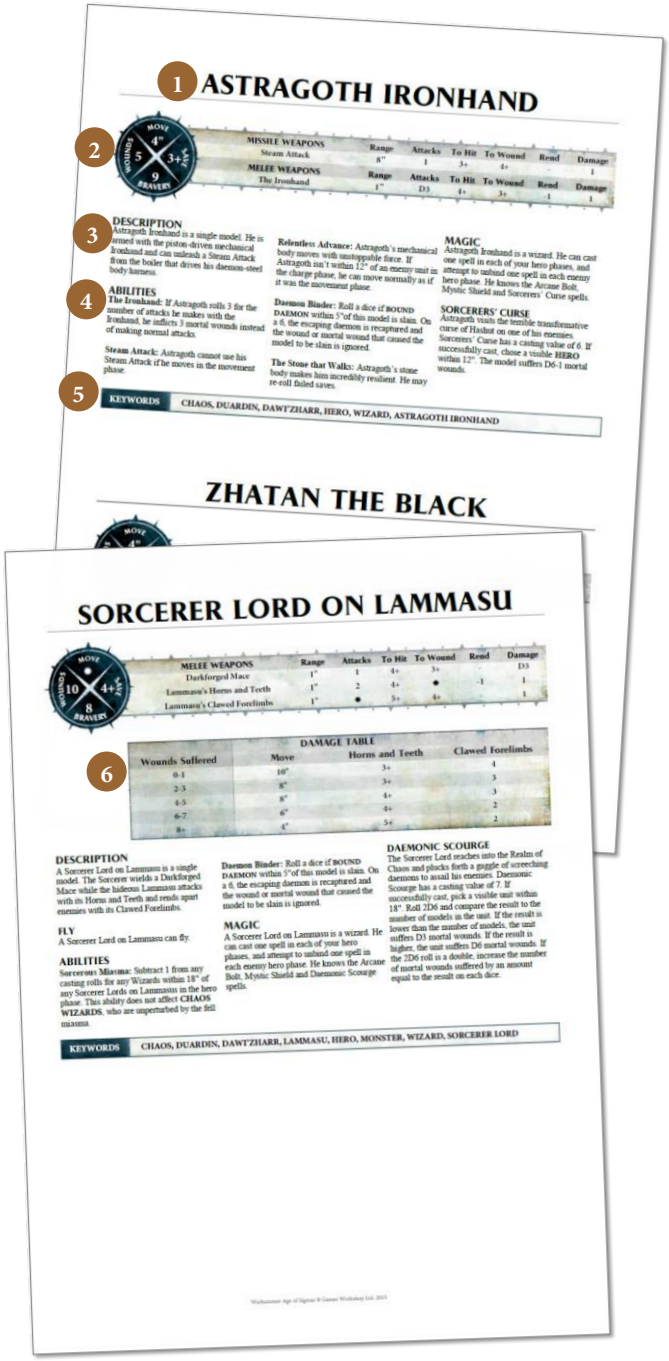
2. Characteristics: This set of characteristics tells you how fast, powerful and brave the model is, and how effective its weapons are.

3. Description: The description tells you what weapons the model can be armed with, and what upgrades (if any) it can be given. The description will also tell you if the model is fielded on its own as a single model, or as part of a unit. If the model is fielded as part of a unit, then the description will say how many models the unit should have (if you don't have enough models to field a unit, you can still field one unit with as many models as you have available).

4. Abilities: Abilities are things that the model can do during a game that are not covered by the standard game rules.

5. Keywords: All models have a list of keywords. Sometimes a rule will say that it only applies to models that have a specific keyword.

6. Damage Table: Some models have a damage table that is used to determine one or more of the model's characteristics. Look up the number of wounds the model has suffered to find the value of the characteristic in question.


1
ASTRAGOTH IRONHAND
2
MOVE 4"
WOUNDS 9
BRAVERY
3+ SAVE
MISSILE WEAPONS
Range Attacks To Hit To Wound Rend Damage
Steam Attack 8" 1 3+ 4+ - 1
MELEE WEAPONS
Range Attacks To Hit To Wound Rend Damage
The Ironhand 1" D3 4+ 3+ -1 1
3
DESCRIPTION
Astragoth Ironhand is a single model. He is armed with the piston-driven mechanical Ironhand and can unleash a Steam Attack from the boiler that drives his daemon-steel body harness.
Relentless Advance: Astragoth's mechanical body moves with unstoppable force. If Astragoth isn't within 12" of an enemy unit in the charge phase, he can move normally as if it was the movement phase.
Daemon Binder: Roll a dice if BOUND DAEMON within 5"of this model is slain. On a 6, the escaping daemon is recaptured and the wound or mortal wound that caused the model to be slain is ignored.
The Stone that Walks: Astragoth's stone body makes him incredibly resilient. He may re-roll failed saves.
MAGIC
Astragoth Ironhand is a wizard. He can cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Sorcerers' Curse spells.
SORCERERS' CURSE
Astragoth vuals the terrible transformative curse of Hashut on one of his enemies. Sorcerers' Curse has a casting value of 6. If successfully cast, chose a visible HERO within 12". The model suffers D6-1 mortal wounds.
4
ABILITIES
The Ironhand: If Astragoth rolls 3 for the number of attacks he makes with the Ironhand, he inflicts 3 mortal wounds instead of making normal attacks.
Steam Attack: Astragoth cannot use his Steam Attack if he moves in the movement phase.
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KEYWORDS
CHAOS, DUARDIN, DAWT'ZHARR, HERO, WIZARD, ASTRAGOTH IRONHAND
ZHATAN THE BLACK
SORCERER LORD ON LAMMASU
MOVE 10
WOUNDS 8
BRAVERY
4+ SAVE
MELEE WEAPONS
Range Attacks To Hit To Wound Rend Damage
Darkforged Mace 1" 1 4+ 3+ - D3
Lammasu's Horns and Teeth 1" 2 4+ * -1 1
Lammasu's Clawed Forelimbs 1" * 5+ 4+ - 1
6
DAMAGE TABLE
Wounds Suffered Move Horns and Teeth Clawed Forelimbs
0-1 10" 3+ 4
2-3 8" 3+ 3
4-5 8" 4+ 3
6-7 6" 4+ 2
8+ 4" 5+ 2
DESCRIPTION
A Sorcerer Lord on Lammasu is a single model. The Sorcerer wields a Darkforged Mace while the hideous Lammasu attacks with its Horns and Teeth and rends apart enemies with its Clawed Forelimbs.
FLY
A Sorcerer Lord on Lammasu can fly.
ABILITIES
Sorcerous Miasma: Subtract 1 from any casting rolls for any Wizards within 18" of any Sorcerer Lords on Lammasus in the hero phase. This ability does not affect CHAOS WIZARDS, who are unperturbed by the fell miasma.
Daemon Binder: Roll a dice if BOUND DAEMON within 5"of this model is slain. On a 6, the escaping daemon is recaptured and the wound or mortal wound that caused the model to be slain is ignored.
MAGIC
A Sorcerer Lord on Lammasu is a wizard. He can cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Daemonic Scourge spells.
DAEMONIC SCOURGE
The Sorcerer Lord reaches into the Realm of Chaos and plucks forth a gaggle of screeching daemons to assail his enemies. Daemonic Scourge has a casting value of 7. If successfully cast, pick a visible unit within 18". Roll 2D6 and compare the result to the number of models in the unit. If the result is lower than the number of models, the unit suffers D3 mortal wounds. If the result is higher, the unit suffers D6 mortal wounds. If the 2D6 roll is a double, increase the number of mortal wounds suffered by an amount equal to the result on each dice.
KEYWORDS
CHAOS, DUARDIN, DAWT'ZHARR, LAMMASU, HERO, MONSTER, WIZARD, SORCERER LORD

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ASTRAGOTH IRONHAND

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Steam Attack	8"	1	3+	4+	-	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
The Ironhand	1"	D3	4+	3+	-1	1

DESCRIPTION
Astragoth Ironhand is a single model. He is armed with the piston-driven mechanical Ironhand and can unleash a Steam Attack from the boiler that drives his daemon-steel body harness.

ABILITIES
The Ironhand: If Astragoth rolls 3 for the number of attacks he makes with the Ironhand, he inflicts 3 mortal wounds instead of making normal attacks.

Steam Attack: Astragoth cannot use his Steam Attack if he moves in the movement phase.

Relentless Advance: Astragoth's mechanical body moves with unstoppable force. If Astragoth isn't within 12" of an enemy unit in the charge phase, he can move normally as if it was the movement phase.

Daemon Binder: Roll a dice if a **BOUND DAEMON** within 5"of this model is slain. On a 6, the escaping daemon is recaptured and the wound or mortal wound that caused the model to be slain is ignored.

The Stone that Walks: Astragoth's stone body makes him incredibly resilient. He may re-roll failed saves.

MAGIC
Astragoth Ironhand is a wizard. He can cast two different spells in each of your hero phases, and attempt to unbind two spells in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Sorcerers' Curse spells.

SORCERERS' CURSE
Astragoth visits the terrible transformative curse of Hashut on one of his enemies. Sorcerers' Curse has a casting value of 6. If successfully cast, chose a visible **HERO** within 12". The model suffers D6-1 mortal wounds.

KEYWORDS CHAOS, DUARDIN, DAWI'ZHARR, HERO, WIZARD, ASTRAGOTH IRONHAND

ZHATAN THE BLACK

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hammer of Zharr	1"	6	3+	3+	-3	3

DESCRIPTION
Zhatan the Black is a single model. He bears the ancient Hammer of Zharr and wears The Black Mantle and the mysterious Ring of Unmaking.

ABILITIES
Ring of Unmaking: Any enemy **HERO** within 1" of Zhatan the Black must re-roll successful saves and wound rolls.

The Black Mantle: Add 2 to the result of any battleshock tests made for enemy units within 8" of Zhatan the Black.

COMMAND ABILITY
Reckless Hate: Zhatan fights with unrelenting fury in battle, and his religious fervour affects the warriors he commands. Until your next hero phase, Zhatan and all **DAWI'ZHARR** units within 6" can re-roll hit rolls in the combat phase.

KEYWORDS CHAOS, DUARDIN, DAWI'ZHARR, HERO, ZHATAN THE BLACK

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DRAZHOATH THE ASHEN, SORCERER-PROPHET OF AZGORH

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Belch Fire	16"	✹	4+	3+	-	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Darkforged Mace	1"	2	4+	3+	-	D3
Cinderbreath's Horns and Teeth	1"	1	4+	3+	-1	D3
Cinderbreath's Burning Hooves	1"	✹	4+	3+	-	1

DAMAGE TABLE

Wounds Suffered	Move	Belch Fire	Burning Hooves
0-2	10"	6	4
3-4	8"	D6	3
5-7	8"	D3	3
8-9	6"	D3	2
10+	4"	1	2

DESCRIPTION

Drazhoath the Ashen is a single model. He fights with a Darkforged Mace and wears the Hellshard Amulet and a suit of magical Blackshard Armour. His mount is Cinderbreath, a Bale Taurus of prodigious strength and ferocity which attacks with Horns and Teeth and lashes out with Burning Hooves. Cinderbreath can also Belch Fire, burning foes alive with black flames and its flanks are hung with gruesome Sorcerous Cadavers that aid Drazhoath's incantations.

FLY

Drazhoath the Ashen can fly.

ABILITIES

Hellshard Amulet: If Drazhoath the Ashen suffers a wound or mortal wound, roll a dice. On a 6, the wound or mortal wound is ignored. If Drazhoath fails this roll in the combat phase, one enemy model within 3" suffers a mortal wound.

Daemon Binder: Roll a dice if a **BOUND DAEMON** within 5"of this model is slain. On a 6, the escaping daemon is recaptured and the wound or mortal wound that caused the model to be slain is ignored.

Blazing Body: In each hero phase, roll a dice for each unit that is within 3" of Drazhoath the Ashen. On a 6, the shimmering heat and flames emanating from Cinderbreath can cause a warrior in that unit to burst into flames – it suffers a mortal wound. This ability does not affect **K'DAAI** or another **GREAT TAURUS**.

Blood Rage: You can re-roll failed wound rolls for Cinderbreath's Horns and Teeth attack if it charged in the same turn.

Sorcerous Cadavers: These shrivelled remains of Drazhoath's rivals allow him to earth the transformative magic of Hashut and stave off the Sorcerers' Curse. The magic-saturated corpses also aid his incantations in turn. Roll a dice whenever Drazhoath the Ashen attempts to cast a spell. If the result is 2 or more, add the number rolled to his casting roll for the spell. However, on a roll of 1 the magical feedback causes Drazhoath to suffer D3 mortal wounds. If this happens, he may not then cast spells in that hero phase.

Blackshard Armour: When you make save rolls for Drazhoath the Ashen, ignore the enemy's Rend characteristic unless it is -2 or better.

MAGIC

Drazhoath the Ashen is a wizard. He can cast two different spells in each of your hero phases, and attempt to unbind two spells in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Ash Storm spells.

ASH STORM

Drazhoath the Ashen invokes the power of Azgorh, the raging mountain of fire, shrouding his enemies in choking ash and smoke. Ash Storm has a casting value of 6. If successfully cast pick a visible enemy unit within 18". Until your next hero phase your opponent must subtract 1 from all hit rolls for that unit.

COMMAND ABILITY

Master of the Black Fortress: The Legion of Azgorh does not yield. If Drazhoath the Ashen uses this ability, all **DAWI'ZHARR** units within 18" can re-roll saves in the combat phase as long as they do not run or charge. **INFERNAL GUARD** units can instead re-roll all saves.

KEYWORDS CHAOS, DUARDIN, DAWI'ZHARR, GREAT TAURUS, HERO, WIZARD, MONSTER, DRAZHOATH THE ASHEN

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GORDUZ BACKSTABBER

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Da Black Bow	16"	3	4+	4+	-1	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Loadsa Sneaky Knives	1"	D6	4+	4+	-	1
Giant Wolf's Slavering Jaws	1"	2	4+	4+	-	1

DESCRIPTION

Gorduz Backstabber is a single model. He carries Da Black Bow along with Loadsa Sneaky Knives secreted about his person. He also has the Bag of Sneaky Tricks and rides a Giant Wolf that attacks with its Slavering Jaws.

ABILITIES

Utter Git: If you roll a 6 or more when rolling to hit with Da Black Bow or Gorduz's Loadsa Sneaky Knives, do not make a roll to wound with that hit – the target suffers D3 mortal wounds instead. You can inflict an additional mortal wound if, between the time you roll the hit dice and roll to determine the number of wounds caused, your opponent turns their back to you.

Bag of Sneaky Tricks: This hempen pouch contains all manner of 'appropriated' talismans and ju-jus, which Gorduz pulls out at random before battle. When you deploy Gorduz Backstabber, roll a D6. On a result of 1 or 2, increase Gorduz's save to 3+, on a 3 or 4, his wounds are increased to 6, and on a 5 or 6, he may re-roll missed hit rolls for the duration of the battle.

Fated, Lucky, Sneaky…: Call it what you will, Gorduz has a knack for survival. Roll a dice whenever Gorduz suffers a mortal wound. On a result of 6, that mortal wound is ignored.

COMMAND ABILITY

Leggit, Ladz!: Gorduz 'encourages' his warriors to stay one step ahead of the enemy. If Gorduz uses this ability, all **HOBGOBLIN** units within 12" of him may run and shoot in the same turn.

KEYWORDS CHAOS, GROT, HOBGOBLIN, HERO, GORDUZ BACKSTABBER

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SORCERER LORD

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Darkforged Mace	1"	1	4+	3+	-	D3
Palanquin Bearers' Axes	1"	2	3+	4+	-1	1

DESCRIPTION
A Sorcerer Lord is a single model. He is armed with a Darkforged Mace.

PALANQUIN
Sorcerer Lords who have become almost immobile due to the Sorcerers' Curse are sometimes borne aloft on elaborate Palanquins carried by Immortals. A Sorcerer Lord riding a Palanquin has a Wounds characteristic of 7 rather than 5 and gains the Palanquin Bearers' Axes attack.

ABILITIES
Daemon Binder: Roll a dice if a **BOUND DAEMON** within 5"of this model is slain. On a 6, the escaping daemon is recaptured and the wound or mortal wound that caused the model to be slain is ignored.

MAGIC
A Sorcerer Lord is a wizard. He can cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Flames of Hashut spells.

FLAMES OF HASHUT
The Sorcerer Lord summons the wrath of the Father of Darkness, causing a bolt of black fire to fall from the sky and smite his enemies. Flames of Hashut has a casting value of 8. If successfully cast, pick a visible enemy unit within 12". That unit suffers D6 mortal wounds.

KEYWORDS CHAOS, DUARDIN, DAWI'ZHARR, HERO, WIZARD, SORCERER LORD

CASTELLAN

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hellfire Pistol	8"	1	3+	3+	-1	D3
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Hellforged Axe	1"	4	3+	3+	-1	D3
Hellforged Maul	1"	3	3+	3+	-2	3

DESCRIPTION
A Castellan is a single model. Some Castellans carry a Hellforged Axe and a Black Iron Shield, while others assail their enemies with a two-handed Hellforged Maul. Some, high in their masters' favour, carry a Hellfire Pistol, which they use in combination with a Hellforged Axe.

ABILITIES
Black Iron Shield: A Castellan with a Black Iron Shield has a save of 3+, instead of 4+.

Malice of Zharr: The Castellan and all friendly **DAWI'ZHARR** units within 3" can re-roll hit rolls of 1 in the combat phase.

COMMAND ABILITY
Unyielding Iron: If a Castellan uses this ability, all **DAWI'ZHARR** units in your army within 6" of him do not need to take battleshock tests until your next hero phase.

KEYWORDS CHAOS, DUARDIN, DAWI'ZHARR, HERO, CASTELLAN

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SORCERER LORD ON LAMMASU

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Darkforged Mace	1"	1	4+	3+	-	D3
Lammasu's Horns and Teeth	1"	2	4+	✹	-1	1
Lammasu's Clawed Forelimbs	1"	✹	5+	4+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Horns and Teeth	Clawed Forelimbs
0-1	10"	3+	4
2-3	8"	3+	3
4-5	8"	4+	3
6-7	6"	4+	2
8+	4"	5+	2

DESCRIPTION

A Sorcerer Lord on Lammasu is a single model. The Sorcerer wields a Darkforged Mace while the hideous Lammasu attacks with its Horns and Teeth and rends apart enemies with its Clawed Forelimbs.

FLY

A Sorcerer Lord on Lammasu can fly.

ABILITIES

Sorcerous Miasma: Subtract 1 from any casting rolls for any Wizards within 18" of any Sorcerer Lords on Lammasus in the hero phase. This ability does not affect **CHAOS WIZARDS**, who are unperturbed by the fell miasma.

Daemon Binder: Roll a dice if a **BOUND DAEMON** within 5"of this model is slain. On a 6, the escaping daemon is recaptured and the wound or mortal wound that caused the model to be slain is ignored.

MAGIC

A Sorcerer Lord on Lammasu is a wizard. He can cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Daemonic Scourge spells.

DAEMONIC SCOURGE

The Sorcerer Lord reaches into the Realm of Chaos and plucks forth a gaggle of screeching daemons to assail his enemies. Daemonic Scourge has a casting value of 7. If successfully cast, pick a visible unit within 18". Roll 2D6 and compare the result to the number of models in the unit. If the result is lower than the number of models, the unit suffers D3 mortal wounds. If the result is higher, the unit suffers D6 mortal wounds. If the 2D6 roll is a double, increase the number of mortal wounds suffered by an amount equal to the result on each dice.

KEYWORDS CHAOS, DUARDIN, DAWI'ZHARR, LAMMASU, HERO, MONSTER, WIZARD, SORCERER LORD

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OVERLORD ON GREAT TAURUS

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Belch Fire	16"	✹	4+	4+	-	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Black Hammer of Hashut	1"	4	3+	3+	-2	D3
Great Taurus's Horns and Teeth	1"	1	4+	3+	-1	D3
Great Taurus's Burning Hooves	1"	✹	4+	3+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Belch Fire	Burning Hooves
0-1	10"	6	4
2-3	8"	D6	3
4-5	8"	D3	3
6-7	6"	D3	2
8+	4"	1	2

DESCRIPTION

An Overlord on Great Taurus is a single model. An Overlord fights with a blazing Black Hammer of Hashut and the Great Taurus is able to Belch Fire and attack with its Horns and Teeth as well as its mighty Burning Hooves.

FLY

An Overlord on Great Taurus can fly.

ABILITIES

Black Hammer of Hashut: After the Overlord on Great Taurus makes attacks in the combat phase, roll a dice for any unit that suffered wounds from the Black Hammer of Hashut. On a result of 4 or more, the dark flames continue to rage and the unit suffers an additional mortal wound.

Blazing Body: In each hero phase, roll a dice for each unit that is within 3" of any Overlords on Great Tauruses. On a 6, the shimmering heat and flames emanating from the Great Taurus can cause a warrior in that unit to burst into flames – it suffers a mortal wound. This ability does not affect **K'DAAI** or another **GREAT TAURUS**.

Blood Rage: You can re-roll failed wound rolls for a Great Taurus's Horns and Teeth attack if it charged in the same turn.

COMMAND ABILITY

Fury of Hashut: Like calls to like, and the fires of Hashut burn furiously in both beast and Duardin. If an Overlord on Great Taurus uses this ability, **DAWI'ZHARR** units within 12" can re-roll hit rolls in the combat phase. They can also re-roll wound rolls if the Overlord on Great Taurus kills any enemy models in the shooting or combat phases.

KEYWORDS CHAOS, DUARDIN, DAWI'ZHARR, GREAT TAURUS, HERO, MONSTER, OVERLORD

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DAEMONSMITH

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hellfire Pistol	8"	1	3+	3+	-1	D3

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ensorcelled Blade	1"	1	4+	3+	-	1

DESCRIPTION

A Daemonsmith is a single model. Daemonsmiths carry Ensorcelled Blades that gleam with dark fire, and Hellfire Pistols that fire ammunition bound with evil enchantments.

ABILITIES

Daemon Binder: Roll a dice if a **BOUND DAEMON** within 5"of this model is slain. On a 6, the escaping daemon is recaptured and the wound or mortal wound that caused the model to be slain is ignored.

Arcane Engineer: In your hero phase, a Daemonsmith can repair a single **CHAOS WAR MACHINE** within 4". That model repairs 1 wound.

MAGIC

A Daemonsmith is a wizard. He can cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Bind Spirits spells.

BIND SPIRITS

The Daemonsmith draws spectral creatures from beyond the Mortal Realms and binds them to the weapons of his allies. Bind Spirits has a casting value of 7. If successfully cast, pick one **DAWI'ZHARR** unit within 12": any wounds that unit inflicts with their melee weapons are doubled until the start of your next hero phase.

KEYWORDS CHAOS, DUARDIN, DAWI'ZHARR, HERO, WIZARD, DAEMONSMITH

PYROPHANT

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Holy Brazier	2"	1	4+	4+	-1	D3

DESCRIPTION

A Pyrophant is a single model. In battle, Pyrophants wield Holy Braziers lit with sorcerous coals.

MAGIC

A Pyrophant is a wizard. He can cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Flamestrike spells.

FLAMESTRIKE

The Pyrophant holds aloft his Holy Brazier and unleashes a bolt of daemonic fire that boils its victims inside their armour. Flamestrike has a casting value of 5. If successfully cast, pick a visible enemy unit within 18". If the target unit has a Save of 5+ or worse, they suffer a mortal wound. If they have a save of 4+, they suffer D3 mortal wounds. If they have a save of 3+ or better, they suffer D6 mortal wounds.

KEYWORDS CHAOS, DUARDIN, DAWI'ZHARR, HERO, PRIEST, WIZARD, PYROPHANT

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CASTELLAN ICON BEARER

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Darkforged Axe	1"	1	4+	3+	-	D3

DESCRIPTION

A Castellan Icon Bearer is a single model. He is armed with a Darkforged Axe and carries the Icon of Hashut.

ABILITIES

Glory of Zharr: A Castellan upholds the honour of Zharr-Naggrund and the Father of Darkness. You can re-roll any failed hit rolls when attacking with an Icon Bearer as long as you have a bigger and more impressive hat than your opponent.

Icon of Hashut: In your hero phase, a Castellan can plant his Icon. If he does so, you may not move the Castellan until your next hero phase, but he gains the following abilities:

Honour of Hashut: Add 2 to the Bravery of all models in any **DAWI'ZHARR** units from your army within 20" of this model.

Burning Hate: **DAWI'ZHARR** units within 12" of this model can re-roll failed wound rolls in the combat phase.

KEYWORDS	CHAOS, DUARDIN, DAWI'ZHARR, HERO, TOTEM, CASTELLAN ICON BEARER

BULL CENTAUR ELDER

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Darkrune Axe	1"	4	3+	3+	-	2
Darkrune Greataxe	2"	4	3+	3+	-1	3
Flailing Hooves	1"	2	3+	4+	-	1

DESCRIPTION

A Bull Centaur Elder is a single model. A Bull Centaur Elder charges into battle wielding a Darkrune Axe and a Black Iron Shield, or uses a massive Darkrune Great Axe to rend apart his foes. Some Bull Centaur Elders fight with two Darkrune Axes instead. Whatever their armament, a Bull Centaur Elder always uses his Flailing Hooves.

ABILITIES

Black Iron Shield: A Bull Centaur Elder with a Black Iron Shield has a save of 3+, instead of 4+.

Frenzied Attack: Some Bull Centaur Elders fight with a Darkrune Axe in each hand, smashing aside defences before landing a killing blow. Re-roll hit rolls of 1 for models armed with a pair of Darkrune Axes.

Fiery Onslaught: A Bull Centaur Elder's hide blazes with fire when he charges into combat. This model's Flailing Hooves inflict D3 damage if it charges in the same turn.

KEYWORDS	CHAOS, DUARDIN, DAWI'ZHARR, BULL CENTAUR, HERO, BULL CENTAUR ELDER

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HOBGOBLIN KHAN

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Steppe Bow	16"	2	4+	5+	-	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Git-stabba	1"	5	3+	4+	-	1
Git-poka	2"	4	3+	4+	-	1
Giant Wolf's Slavering Jaws	1"	2	4+	4+	-	1

DESCRIPTION

A Hobgoblin Khan is a single model. A Hobgoblin Khan fights with a Steppe Bow, and also carriers either a Git-stabba or a Git-poka and a Hob Shield. Some particularly vicious Khans use a pair of Git-stabbas instead.

GIANT WOLVES

Hobgoblin Khans often ride to battle on Giant Wolves; these Khans have Move 12" instead of 5" and gain the Giant Wolf's Slavering Jaws attack.

ABILITIES

Backstabber: If you roll a 6 or more when rolling to hit with a Hobgoblin Khan's Git-stabba, do not make a roll to wound with that hit – the target suffers a mortal wound instead.

Git-stabbas: Wielding two weapons gives a Hobgoblin Khan a better chance of landing a blow. You can re-roll hit rolls of 1 for a model attacking with two Git-stabbas.

Hob Shield: You can re-roll failed save rolls for a Hobgoblin Khan with a Hob Shield.

COMMAND ABILITY

Sneakiest Git: If a Hobgoblin Khan uses this ability, both he and any **HOBGOBLIN GITZ** unit within 12" will cause a mortal wound with their Git-stabbas on a hit roll of 5 or 6, instead of 6 in your next combat phase.

KEYWORDS CHAOS, GROT, HOBGOBLIN, HERO, HOBGOBLIN KHAN

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CHAOS DWARF WARRIORS

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ironscourge Pistol	8"	1	4+	3+	-1	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Bloodforged Axe or Hammer	1"	1	3+	4+	-	1
Darksteel Greataxe	1"	1	4+	3+	-1	1

DESCRIPTION
A unit of Chaos Dwarf Warriors has 10 or more models. Chaos Dwarf Warriors usually fight with a Bloodforged Axe or Hammer alongside a Fellwrought Shield, but some eschew a shield in favour of a brutal Darksteel Greataxe wielded in two hands.

STANDARD BEARERS
Models in this unit may be Standard Bearers. Standard Bearers carry either a Daemonfire Icon or a Banner of Zharr.

IRONGUARD
The leader of this unit is an Ironguard. An Ironguard makes 2 attacks with melee weapons instead of 1. Some Ironguards carry Ironscourge Pistols and Bloodforged Axes or Hammers instead of other weapons.

FELL DRUMMERS
Models in this unit can be Fell Drummers. When a unit containing any Fell Drummers runs, they can 'Sound the Advance'. If they do so, do not roll a dice to see how far the unit runs; instead, they can move up to an extra 4".

ABILITIES
Fellwrought Shields: A unit equipped with Fellwrought Shields can re-roll save rolls of 1.

Daemonfire Icon: The first time a unit with a Daemonfire Icon makes a successful charge in each battle, roll a D6. On a 4+, one unit of your choice within 1" suffers D3 mortal wounds.

Banner of Zharr: If you fail a battleshock test for a unit that has any Banners of Zharr, halve the number of models that flee (rounding up).

KEYWORDS CHAOS, DUARDIN, DAWI'ZHARR, CHAOS DWARF WARRIORS

CHAOS DWARF BLUNDERBUSSES

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hailshot Blunderbuss	12"	1	4+	4+	-1	D3
Ironscourge Pistol	8"	1	4+	3+	-1	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Curved Blade	1"	1	4+	5+	-	1

DESCRIPTION
A unit of Chaos Dwarf Blunderbusses has 10 or more models carrying Hailshot Blunderbusses and wielding Curved Blades. Some units of Chaos Dwarf Blunderbusses also bear Skullmarked Bucklers to ward away enemy blows.

STANDARD BEARERS
Models in this unit may be Standard Bearers carrying Banners of Zharr. If you fail a battleshock test for a unit that has any Banners of Zharr, halve the number of models that flee (rounding up).

STORMGUARD
The leader of this unit is a Stormguard. A Stormguard adds 1 to his hit rolls in the shooting phase. Some Stormguards wield an Ironscourge Pistol in place of their Hailshot Blunderbuss.

FELL DRUMMERS
Models in this unit can be Fell Drummers. When a unit containing any Fell Drummers runs, they can 'Sound the Advance'. If they do so, do not roll a dice to see how far the unit runs; instead, they can move up to an extra 4".

ABILITIES
Hailshot Blast: Add 1 to hit rolls for this unit's Hailshot Blunderbusses if it has 15 or more models. If it has 20 or more models, add 1 to its wound rolls as well. If it has 30 or more models, the Hailshot Blunderbusses' Rend characteristic is -2 instead of -1.

Skullmarked Blucklers: A unit equipped with Skullmarked Bucklers can re-roll save rolls of 1.

KEYWORDS CHAOS, DUARDIN, DAWI'ZHARR, CHAOS DWARF BLUNDERBUSSES

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INFERNAL GUARD

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fireglaive	16"	1	4+	3+	-1	1
Ironscourge Pistol	8"	1	4+	3+	-1	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Axe or Hammer of Azgorh	1"	1	3+	4+	-	1
Darksteel Greataxe	1"	1	4+	3+	-1	1
Barrel-Mounted Blade	1"	1	4+	4+	-1	1

DESCRIPTION

A unit of Infernal Guard has 10 or more models. Most Infernal Guard fight with an Axe or Hammer of Azgorh and a Fellwrought Shield, but some use two-handed Darksteel Greataxes instead of shields. Infernal Guard sometimes use Fireglaives in place of these weapons, augmented by wickedly sharp Barrel-Mounted Blades. All Infernal Guard wear enchanted Blackshard Armour, proved in the fires of daemonic hell-forges.

ICON BEARERS

Models in this unit may carry Icons of the Black Fortress. If you fail a battleshock test for a unit that has any Icons of the Black Fortress, halve the number of models that flee (rounding up).

FELL DRUMMERS

Models in this unit can be Fell Drummers. When a unit containing any Fell Drummers runs, they can 'Sound the Advance'. If they do so, do not roll a dice to see how far the unit runs; instead, they can move up to an extra 4".

DEATHMASK

The leader of this unit is a Deathmask. A Deathmask makes 2 attacks with melee weapons instead of 1. Some Deathmasks replace their weapons with an Ironscourge Pistol which they use with an Axe or Hammer of Azgorh or a Naptha Bomb.

ABILITIES

Fellwrought Shields: A unit equipped with Fellwrought Shields can re-roll save rolls of 1.

Naptha Bomb: Once per battle, a Deathmask with a Naptha Bomb can throw it in your shooting phase. To do so, pick a unit within 6" and roll a dice; on a 2 or more, that unit suffers D3 mortal wounds.

Blackshard Armour: When you make save rolls for this unit, ignore the enemy's Rend characteristic unless it is -2 or better.

KEYWORDS CHAOS, DUARDIN, DAWI'ZHARR, INFERNAL GUARD

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IMMORTALS

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ensorcelled Weapon	1"	2	3+	4+	-	1
Ensorcelled Great Weapon	1"	1	3+	3+	-1	1

DESCRIPTION
A unit of Immortals has 10 or more models. Immortals march to war with either Ensorcelled Weapons and Immortal Shields, or enormous Ensorcelled Great Weapons.

BANEGUARD
The leader of this unit is a Baneguard. A Baneguard makes an additional attack.

HELLFIRE ICON BEARERS
Models in this unit may carry Hellfire Icons; totemic symbols that radiate a dark aura of malice. If a battleshock test is made for an enemy unit within 5" of any Hellfire Icons, add 1 to the result.

HORNBLOWERS
Models in this unit can be Hornblowers. When a unit containing any Hornblowers runs, they can 'Sound the Advance'. If they do so, do not roll a dice to see how far the unit runs; instead, they can move up to an extra 4".

PETRIFIED SORCERER
A unit of Immortals can have one Petrified Sorcerer. A Petrified Sorcerer has 4 Wounds instead of 1 and makes 4 attacks in the combat phase. Whilst a unit of Immortals includes a Petrified Sorcerer, they have the **TOTEM** keyword and do not need to take battleshock tests.

ABILITIES
Immortal Shields: This unit can create a shield wall instead of running or charging in its turn. If it does so, re-roll all failed save rolls for the unit in the combat phase until its next movement phase.

Dread Totem: You can add 1 to any wound rolls for a unit of Immortals that contains a Petrified Sorcerer.

KEYWORDS CHAOS, DUARDIN, DAWI'ZHARR, IMMORTALS

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ACOLYTES OF HASHUT

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Temple Glaive	1"	1	4+	4+	-1	1

DESCRIPTION
A unit of Acolytes of Hashut has 10 or more models. Acolytes of Hashut carry cruel Temple Glaives.

DIREGECALLER
The leader of this unit is a Diregecaller. A Dirgecaller makes 2 attacks instead of 1 and can attempt to unbind one spell in the enemy hero phase as if he were a wizard.

PETRIFIED SORCERER
A unit of Acolytes of Hashut can have one Petrified Sorcerer. A Petrified Sorcerer has 4 Wounds instead of 1 and makes 4 Attacks rather than 1. Whilst a unit of Acolytes of Hashut includes a Petrified Sorcerer, they have the **TOTEM** keyword and can re-roll saves.

STANDARD BEARERS
Models in this unit may be Standard Bearers. If the unit includes any Standard Bearers, add 1 to the Bravery of all its models.

ABILITIES
Dolorous Chant: When this unit runs, do not roll a dice to see how far the unit runs, instead they can move up to an extra 4".

Sorcerer Caste: A **DAWI'ZHARR WIZARD** in the army within 6" of one or more units of Acolytes of Hashut can re-roll casting and unbinding rolls.

Dread Totem: You can add 1 to any wound rolls for a unit of Acolytes of Hashut that contains a Petrified Sorcerer.

Dirges of Hashut: You can choose one of the following dirges for this unit to sing during your hero phase. Roll a dice; on a 1 or 2, the power of Hashut fails, but on a 3 or more it waxes strong:

Dirge of Fire: The Acolytes of Hashut invoke the Father of Darkness's infernal wrath, enshrouding themselves in daemonic flame. Until your next hero phase, this unit's Temple Glaives inflict D3 Damage.

Dirge of Stone: The Acolytes of Hashut call upon their evil god to transmute their flesh to inviolable stone. Until your next hero phase, this unit's save is 3+ instead of 5+.

KEYWORDS CHAOS, DUARDIN, DAWI'ZHARR, PRIEST, ACOLYTES OF HASHUT

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HOBGOBLIN GITZ

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hob Bow	18"	1	4+	5+	-	1
Chuckin' Knives	12"	1	4+	5+	-	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Git-stabba	1"	1	4+	5+	-	1
Git-poka	2"	1	4+	4+	-	1

DESCRIPTION

A unit of Hobgoblin Gitz has 10 or more models. Hobgoblin Gitz fight with a Git-stabba and Hob Shield. Some go to battle with Git-pokas and Hob Shields, or with Hob Bows and Git-stabbas. The nastiest of their kind fight with a pair of Git-stabbas and Chuckin' Knives.

HORNBLOWERS

Models in this unit may be Hornblowers. Add 2 to the run rolls of a unit that includes any Hornblowers.

FLAG WAVERS

Models in this unit may be Flag Wavers. You can add 2 to the Bravery of all models in a unit that includes any Flag Wavers as long as there is at least one **DAWI'ZHARR** unit within 12".

HOBGOBLIN BOSS

The leader of this unit is a Hobgoblin Boss. A Hobgoblin Boss makes 2 attacks instead of 1with any of his weapons.

ABILITIES

Backstabbers: If you roll a 6 or more when rolling to hit with Git-stabbas, do not make a roll to wound with that hit – the target suffers a mortal wound instead.

Git-stabbas: Wielding two weapons gives Hobgoblin Gitz a better chance of landing a blow. You can re-roll hit rolls of 1 for a model attacking with two Git-stabbas.

Hob Shields: A unit with Hob Shields has a save of 5+.

KEYWORDS CHAOS, GROT, HOBGOBLIN, GITMOB, HOBGOBLIN GITZ

HOBGOBLIN WOLF RIDERS

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Steppe Bow	16"	2	4+	5+	-	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Git-stabba	1"	1	4+	5+	-	1
Git-poka	2"	1	4+	4+	-	1
Giant Wolf's Slavering Jaws	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Hobgoblin Wolf Riders has 5 or more models. They bear Git-stabbas or Git-pokas and may also have Steppe Bows. Their Giant Wolves fight with Slavering Jaws. Some Hobgoblin Wolf Riders carry Wolf Shields.

HORNBLOWERS

Models in this unit may be Hornblowers. Add 2 to the run rolls of a unit that includes any Hornblowers.

FLAG WAVERS

Models in this unit may be Flag Wavers. You can add 2 to the Bravery of all models in a unit that includes any Flag Wavers as long as there is at least one **DAWI'ZHARR** unit within 12".

WOLFBOSS

The leader of this unit is a Wolfboss. A Wolfboss makes 2 attacks with his Git-stabba or Git-poka, rather than 1.

ABILITIES

Git Poka: You can add 1 to wound rolls when this unit attacks with Git-pokas if they charged in the same turn.

Slippery Gitz: Hobgoblin Wolf Riders can shoot and charge even if they retreated in the same turn.

Wolf Shields: If a unit with Wolf Shields has 5 or more models, it has a save of 4+.

KEYWORDS CHAOS, GROT, HOBGOBLIN, GITMOB, HOBGOBLIN WOLF RIDERS

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K'DAAI FIREBORN

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Daemonic Claws	1"	3	3+	3+	-2	2

DESCRIPTION
A unit of K'daai Fireborn has 3 or more models. They rend their foes with Daemonic Claws.

MANBURNER
The leader of this unit is a Manburner. A Manburner makes 4 attacks instead of 3.

ABILITIES
Burning Bright: The grip of the K'daai on reality is tenuous at best. If the unit fails a battleshock test, double the number of models that flee as a result.

Blazing Body: In each hero phase, roll a dice for each unit that is within 3" of any units of K'daai Fireborn. On a 6, the shimmering heat and flames emanating from the K'daai can cause a warrior in that unit to burst into flames – it suffers a mortal wound. This ability does not affect other **K'DAAI** or a **GREAT TAURUS**.

MAGIC
DAWI'ZHARR WIZARDS know the Summon K'daai Fireborn spell, in addition to any others they know.

SUMMON K'DAAI FIREBORN
Summon K'daai Fireborn has a casting value of 6. If successfully cast, you can set up a unit of up to 3 K'daai Fireborn within 14" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase. If the result of the casting roll was 11 or more, set up a unit of up to 6 K'daai Fireborn instead.

KEYWORDS CHAOS, DAEMON, BOUND DAEMON, K'DAAI, FIREBORN

MORTAL ORDNANCE

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Alchemical Petard	20"	1	4+	4+	-1	D3
Hellfire Bazooka	18"	1	4+	3+	-2	2
Flamespurt Arquebus	8"	—	—	See below	—	—
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Forge Hammers	1"	2	4+	4+	-	1

DESCRIPTION
Mortal Ordnance is a single model consisting of two Dawi'Zharr carrying a mundane, if deadly, small artillery piece; either an Alchemical Petard, a Hellfire Bazooka or a Flamespurt Arquebus, as well as heavy Forge Hammers to defend themselves and their charge.

ABILITIES
Alchemical Petard: An Alchemical Petard can be fired at units that are not visible to it. If an Alchemical Petard hits a unit that has 10 or more models, increase its Damage to D6.

Flamespurt Arquebus: When firing a Falemspurt Arquebus, pick a unit within range; it suffers D3 mortal wounds.

KEYWORDS CHAOS, DUARDIN, DAWI'ZHARR, MORTAL ORDNANCE

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DEATH ROCKET

WAR MACHINE

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Death Rocket Barrage	10-36"	3	4+	3+	-2	✹

WAR MACHINE CREW TABLE		
Crew within 1"	Move	Death Rocket Barrage
3 models	4"	D6
2 models	3"	D3
1 model	2"	1
No models	0"	0

CREW

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Crew's Arcane Tools	1"	1	5+	5+	-	1

DESCRIPTION

A Death Rocket consists of an artillery piece that launches a daemon-bound Death Rocket Barrage and a unit of 3 Dawi'Zharr Crew equipped with Arcane Tools.

ABILITIES

Infernal Artillery: A Death Rocket can only move if its **CREW** are within 1" at the start of the movement phase. If its **CREW** are within 1" of the launcher in the shooting phase, they can fire the war machine. The war machine cannot make charge moves, does not need to take battleshock tests and is unaffected by any attack or ability that uses Bravery. The **CREW** are in cover while they are within 1" of their war machine.

Arcing Shot: A Death Rocket can fire Death Rocket Barrages at units that are not visible to it.

Target Saturation: Before firing their war machine, a Death Rocket crew can choose to fire all their Rocket Barrages at the same target. If they do, you can add 1 to the hit rolls for the shots.

Diabolic Sentience: Daemonsmiths can use their magical abilities to stoke the animalistic spirits bound to the Death Rockets before firing. You can re-roll failed hit rolls when firing a Death Rocket if there is a **DAEMONSMITH** from your army within 1" of the war machine.

WAR MACHINE

KEYWORDS	CHAOS, WAR MACHINE, DEATH ROCKET

CREW

KEYWORDS	CHAOS, DUARDIN, DAWI'ZHARR, CREW

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MAGMA CANNON

WAR MACHINE

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Magma Blast	✹	1	—	See below	—	—

WAR MACHINE CREW TABLE		
Crew within 1"	Move	Magma Blast
3 models	4"	24"
2 models	3"	18"
1 model	2"	12"
No models	0"	0"

CREW

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Crew's Arcane Tools	1"	1	5+	5+	-	1

DESCRIPTION

A Magma Cannon consists of a single war machine that fires a devastating Magma Blast and a unit of 3 Dawi'Zharr Crew equipped with Arcane Tools.

ABILITIES

Infernal Artillery: A Magma Cannon can only move if its **CREW** are within 1" at the start of the movement phase. If its **CREW** are within 1" of the cannon in the shooting phase, they can fire the war machine. The war machine cannot make charge moves, does not need to take battleshock tests and is unaffected by any attack or ability that uses Bravery. The **CREW** are in cover while they are within 1" of their war machine.

Magma Blast: When firing a Magma Blast, pick a unit within range; it suffers D3 mortal wounds. After firing a Magma Blast, roll a dice; on a 1, 2 or 3, the flames die out and the unit you shot suffers no further damage, but on a 4 or more it is set ablaze and suffers another D3 mortal wounds before the flames are extinguished.

Daemonfire: A skilled Daemonsmith can imbue the alchemical ammunition of a Magma Cannon with hideous incantations before it fires. A Magma Blast inflicts D6 mortal wounds on the target instead of D3 if there is a **DAEMONSMITH** from your army within 1" of the War Machine (it will also inflict an additional D6 mortal wounds instead of D3 if the unit is set ablaze, as described in Magma Blast).

WAR MACHINE

KEYWORDS	CHAOS, WAR MACHINE, MAGMA CANNON

CREW

KEYWORDS	CHAOS, DUARDIN, DAWI'ZHARR, CREW

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DREADQUAKE MORTAR

WAR MACHINE

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dreadquake Shell	12-48"	1	✹	3+	-2	D6
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Slave Ogre's Scarred Fists	1"	3	4+	3+	-	2

WAR MACHINE CREW TABLE		
Crew within 1"	**Move**	**Dreadquake Shell**
3 models	4"	2+
2 models	3"	3+
1 model	2"	4+
No models	0"	0

CREW

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Crew's Arcane Tools	1"	1	5+	5+	-	1

DESCRIPTION

A Dreadquake Mortar consists of a single war machine that fires colossal Dreadquake Shells and a unit of 3 Dawi'Zharr Crew equipped with Arcane Tools.

SLAVE OGRE

A Dreadquake Mortar can be loaded by a Slave Ogre. A Dreadquake Mortar with a Slave Ogre increases its wounds characteristic to 8 and gains the Scarred Fists attack.

ABILITIES

Arcing Shot: A Dreadquake Mortar can fire at units that are not visible to it.

Infernal Artillery: A Dreadquake Mortar can only move if its **CREW** are within 1" at the start of the movement phase. If its **CREW** are within 1" of the mortar in the shooting phase, they can fire the war machine. The mortar cannot make charge moves, does not need to take battleshock tests and is unaffected by any attack or ability that uses Bravery. The **CREW** are in cover while they are within 1" of their war machine.

Explosive Shells: If a Dreadquake Shell hits a unit that has 10 or more models, increase its Damage to 2D6. If it hits a unit that has 20 or more models, increase its Damage to 3D6 instead.

Fast Loading: A Dreadquake Mortar with a Slave Ogre can fire two Dreadquake Shells instead of one.

Quake!: A unit cannot shoot or charge in the same turn that it suffers any damage from a Dreadquake Shell.

WAR MACHINE

KEYWORDS	CHAOS, WAR MACHINE, DREADQUAKE MORTAR

CREW

KEYWORDS	CHAOS, DUARDIN, DAWI'ZHARR, CREW

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IRON DAEMON

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Steam Cannonade	18"	✹	4+	3+	-3	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Grinding Ironclad Wheels	1"	D6	4+	3+	-1	2
Crew's Warpboiler Tools	1"	3	5+	5+	-	1
Skullcracker	3"	✹	3+	3+	-3	1

DAMAGE TABLE

Wounds Suffered	Boiler Move	Steam Cannonade	Skullcraker
0-2	6+2D6"	2D6	2D6
3-4	6+2D6"	D6	D6
5-7	2D6"	D6	D6
8-9	2D6"	D3	D3
10+	0"	1	1

DESCRIPTION

An Iron Daemon consists of a single model. The Iron Daemon is a hulking engine of brass and iron and mounts a fearsome Steam Cannonade that fires a torrent of burning shrapnel. It crushes its foes beneath Grinding Ironclad Wheels while its crew who tend to its machinery wield Warpboiler Tools. Some Iron Daemons replace their Steam Cannonade with a Skullcracker; a hideous array of piston-driven blades and hammers.

ABILITIES

Boiler Move: The Iron Daemon may not run or charge – however, you may opt to engage the boiler during your hero phase. It may not shoot that turn, but will move the full distance specified in the table above in your movement and charge phases instead. Roll for the distance each phase. If you roll a double, the Iron Daemon suffers D3 mortal wounds and doesn't move any further that turn. While making a boiler move, the Iron Daemon may move within 3" of an enemy unit and, if it comes within ½", counts as charging regardless of the phase in which it moved. An Iron Daemon that charges does not move any further that turn.

Crushing Bulk: When an Iron Daemon completes a charge, you may select an enemy unit within 1"; that unit suffers D3 mortal wounds.

KEYWORDS CHAOS, DUARDIN, DAWI'ZHARR, WAR MACHINE, IRON DAEMON

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ALTAR OF HASHUT

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sorcerer's Sacrificial Blade	1"	1	4+	4+	-	1
Acolytes' Temple Glaives	1"	2	4+	4+	-1	1
Wretched Slaves' Feeble Fists	1"	✹	5+	5+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Feeble Fists	Boon of Hashut
0-2	4"	6	-
3-4	3"	D6	+1
5-7	2"	D3	+1
8-9	1"	D3	+2
10+	0"	1	+2

DESCRIPTION

An Altar of Hashut consists of a single model. It is ridden by a Sorcerer, performing bloody rites with a Sacrificial Blade and guarded by Acolytes bearing Temple Glaives. The Altar is dragged into battle by a pitiful mob of Wretched Slaves who defend their cruel masters with their Feeble Fists.

ABILITIES

Boon of Hashut: As the blood flows around the Altar of Hashut, the dark incantations of the Father of Darkness grow in power. Any **DAWI'ZHARR WIZARD** within 12" of an Altar of Hashut receives a bonus to casting and unbinding rolls as shown in the table above. If more than one Altar of Hashut is in range, only the highest bonus applies.

Sorcerous Rites: The Altar of Hashut can attempt to unbind one spell in the enemy hero phase as if it were a wizard.

Dark Choir: Choose one of the following effects in your hero phase and roll a dice; on a 1 or 2, the power of Hashut fails, but on a 3 or more it waxes strong and the effect is applied:

Cacophony of Hashut: The Sorcerer and Acolytes raise their voices in a hellish dirge, summoning dread daemons to assail the enemies of Hashut. Pick a visible unit within 16" and roll a dice for each model in the unit. For every result of 4 or more (3 or more if the unit is a **WIZARD**) the unit suffers a mortal wound.

Symphony of Hashut: The air is filled with the evil hymnals of Hashut, and those loyal to the Father of Darkness are blessed with evil daemonic power. Pick a visible **DAWI'ZHARR** unit in your army within 16". When the unit makes attacks in the shooting or combat phases, the damage they inflict is doubled. If the unit is a **WIZARD**, any spells they cast will also inflict double damage, if applicable. This effect lasts until your next hero phase.

KEYWORDS CHAOS, DUARDIN, DAWI'ZHARR, TOTEM, PRIEST, ALTAR OF HASHUT

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BULL CENTAURS

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Darkrune Axe	1"	2	3+	3+	-	2
Darkrune Greataxe	2"	2	3+	3+	-1	3
Flailing Hooves	1"	2	3+	4+	-	1

DESCRIPTION
A unit of Bull Centaurs has 3 or more models. They bear Darkrune Axes and Black Iron Shields, Darkrune Greataxes wielded in two hands, or sometimes a pair of Darkrune Axes. Whatever their armament, they always fight with their Flailing Hooves as well.

GUARDIAN
The leader of this unit is a Guardian. A Guardian makes 3 attacks with his Darkrune Axe or Darkrune Greataxe instead of 2.

TEMPLE ICON BEARERS
Models in this unit may be Temple Icon Bearers. You can re-roll wound rolls of a 1 for a unit that contains any Temple Icon Bearers.

HORNBLOWERS
Models in this unit may be Hornblowers. Add 2 to the run rolls of a unit that includes any Hornblowers.

ABILITIES
Black Iron Shield: A unit equipped with Black Iron Shields can re-roll save rolls of 1.

Frenzied Attack: Some Bull Centaurs fight with a Darkrune Axe in each hand, smashing aside defences before landing a killing blow. Re-roll hit rolls of 1 for models armed with a pair of Darkrune Axes.

Fiery Onslaught: Bull Centaurs' hides blaze with fire when they charge into combat. This unit's Flailing Hooves inflict D3 damage if they charge in the same turn.

KEYWORDS CHAOS, DUARDIN, DAWI'ZHARR, BULL CENTAUR

DOOM HARNESS

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Arc-mounted Deathscythes	2"	2D6	3+	3+	-2	1
Piston-driven Hellhammers	2"	4	3+	4+	-3	D3

DESCRIPTION
A Doom Harness is a single model. It is a daemon-infused contraption driven by a fanatical Bull Centaur pilot and mounts a fearsome array of either Arc-mounted Deathscythes or Piston-driven Hellhammers.

ABILITIES
Unstable Construction: If you roll a double for the Doom Harness's movement or its charge range, the model suffers a mortal wound, but you also add 1 to the model's wound rolls during that turn's combat phase.

Devastating Impact: After a Doom Harness completes a charge, you may select an enemy unit within 1"; that unit suffers a mortal wound.

KEYWORDS CHAOS, DUARDIN, DAWI'ZHARR, BULL CENTAUR, DOOM HARNESS

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K'DAAI DESTROYER

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Forgefire Blast	12"	1	4+	4+	-	✹
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Hellforged Maw	1"	1	4+	✹	-2	3
Darkglyph Claws	2"	✹	4+	3+	-1	D3

DAMAGE TABLE			
Wounds Suffered	Forgefire Blast	Hellforged Maw	Darkglyph Claws
0-1	6	2+	9
2-3	D6	3+	8
4-5	D3	3+	7
6-7	D3	4+	6
8+	1	4+	5

DESCRIPTION

A K'daai Destroyer is a single model. It engulfs its victims with its yawning Hellforged Maw while rending them apart with jagged Darkglyph Claws. Some K'daai Destroyers are also capable of unleashing a devastating Forgefire Blast from their iron-bound gullets.

ABILITIES

Blazing Body: In each hero phase, roll a dice for each unit that is within 3" of any K'daai Destroyers. On a 6, the shimmering heat and flames emanating from the K'daai can cause a warrior in that unit to burst into flames – it suffers a mortal wound. This ability does not affect other **K'DAAI** or a **GREAT TAURUS**.

Immortal Hunger: If a K'daai Destroyer rolls a 6 to hit with its Hellforged Maw you do not need to make a wound roll – the target suffers 3 mortal wounds instead of the normal damage.

MAGIC

DAWI'ZHARR WIZARDS know the Summon K'daai Destroyer spell, in addition to any others they know.

SUMMON K'DAAI DESTROYER

Summon K'daai Destroyer has a casting value of 9. If successfully cast, you can set up a K'daai Destroyer within 14" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase.

KEYWORDS CHAOS, DAEMON, BOUND DAEMON, K'DAAI, MONSTER, DESTROYER

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CHAOS DWARFS

LEGION OF ZHARR

ORGANISATION

A Legion of Zharr consists of the following units:

- 1 Sorcerer Lord, Castellan, Sorcerer Lord on Lammasu or Overlord on Great Taurus
- 1 Daemonsmith or Pyrophant
- 1 unit of Immortals or Acolytes of Hashut
- 2 units of Chaos Dwarf Warriors
- 1 unit of Bull Centaurs or an Altar of Hashut

ABILITIES

Bondage of Hashut: The Legion of Zharr know that to take a backward step in the face of the enemy is to court the wrath of Hashut, the Father of Darkness. Units in the Legion of Zharr do not add models that were slain by the enemy during the combat phase to the result of battleshock tests they take.

Slave Takers: The Legions of Zharr make war in order to take captives which are dragged back to their forge-cities in chains, there to labour in misery for the rest of their days. Roll a dice each time an enemy model flees within 4" of a unit from a Legion of Zharr; on a 6, another model flees from its unit, captured by the Dawi'Zharr.

CHAOS DWARFS

DOOM CONVOY

ORGANISATION

A Doom Convoy consists of the following units:

- 1 Iron Daemon
- Any 3 models chosen from the following:
  - Death Rocket
  - Magma Cannon
  - Dreadquake Mortar

ABILITIES

Steam Carriages: The Doom Convoy is mounted on a series of enormous armoured wagons that protect them against attack. The save of all **WAR MACHINE** models in a Doom Convoy is increased to 3+.

Carriage Hauler: A Doom Convoy consists of a clanking Iron Daemon dragging an entire train of infernal artillery behind it. All models in a Doom Convoy form a single unit. As long as the Iron Daemon remains alive, the Doom Convoy can move at the same rate as that model and can fire even if they move (but not if it uses its Boiler Move Ability). The Doom Convoy does not need to take battleshock tests and is unaffected by any attack or ability that uses Bravery. When using the Iron Daemon's Crushing Bulk Ability, add the number of **WAR MACHINE** models in the unit to the number of mortal wounds it inflicts.

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SUBSTITUTE WARSCROLLS

The following do not have warscrolls. Instead, use the substitute warscrolls below.

Unit	Substitute Warscroll
Ghorth the Cruel	Sorcerer Lord on palanquin
Lord Bhaal	Bull Centaur Elder
Sorcerer Lord on Great Taurus	Overlord on Great Taurus
Sorcerer Lord on Bale Taurus	Drazhoath the Ashen
Sorcerer Lord on Altar of Hashut	Altar of Hashut
Overlord	Castellan
Overlord on Bale Taurus	Overlord on Great Taurus
Rykarth the Unbreakable	Castellan
Hothgar Daemonbane	Daemonsmith
Pyrophant on Altar of Hashut	Altar of Hashut
Bull Centaur Elder with Army Standard	Bull Centaur Totem Bearer (see Bull Centaurs warscroll)
Infernal Guard with Hailshot Blunderbusses	Chaos Dwarf Warriors with Hailshot Blunderbusses
Infernal Ironsworn	Immortals
Black Orcs	see the Orcs and Goblins Compendium
Hobgoblin Bolt Thrower	Goblin Spear Chukka (see the Orcs and Goblins Compendium)
Hellcannon	see the Warriors of Chaos Compendium*
Slave Giant/Siege Giant	Giant (see the Warriors of Chaos Compendium)

If taken as part of a Chaos Dwarfs army, the Hellcannon gains the* **BOUND DAEMON *keyword, and the Crew replace the* **SLAVES TO DARKNESS** *keyword with* **DAWI'ZHARR**.

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